

THE WILDS – by Russ Hattingh

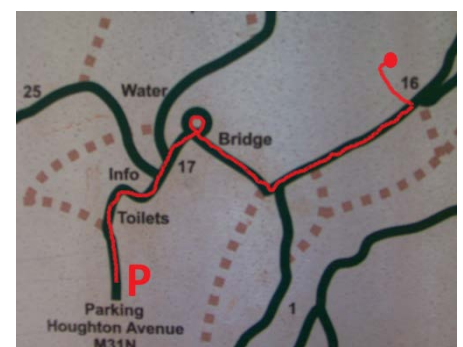
The Wilds, located next door to St John's College, is one of Johannesburg's oldest bouldering areas. I am not sure who first discovered it (names like Kevin Smith and Paul Fatti have been touted) but whoever it was it has since been visited by most of Joburg's enthusiastic climbers. It's a unique yet small overhung section of rock that offers some great bouldering. Before bouldering was considered a serious climbing activity, it was used as a venue for getting fit for sport or trad climbing. However as bouldering has since developed into more than a sideline activity I believe the Wilds deserves some cataloguing.



So, as I have said, the Wilds is small and although it offers some great pure lines I have gone about cataloguing some of the great eliminates. To those who would frown upon cataloguing eliminates, frown away. For those of you that would like to play around on some known problems, that perhaps you hadn't conceived, then enjoy. The list of problems is by no means exhaustive. This is a start and will be updated as more information becomes available. If you have some fun problems let me know. As for credits and first ascents, that's a tough one. I honestly don't know if the problem I am naming has been done, or named before. So if you feel strongly about me getting it wrong, let me know and we can haggle. As for first ascents I am going to avoid the issue entirely.

SECURITY The Wilds is considered a dodgy bouldering area and it's been said that if you go to the Wilds there is a good chance you'll lose your wallet. Regrettably the rumours are mostly true, so don't take anything of value. The palisade around the Wilds and the security guards at the entrance do offer considerably more protection than before as access is restricted but there is always the possibility that you may get harassed. Take the bare essentials. It's also possible to get the guard to hang about while you climb for a nominal fee.

ACCESS The Wilds is off Joe Slovo drive and the entrance is next to Rhodan School for Girls. Park under the trees, sign in and walk over the bridge (which crosses the road). Turn left after crossing the bridge and walk up the hill. Walk about 50m and you'll see some stone steps leading off left down the hill. Walk down the hills for about 20m and you'll stumble into the overhanging greatness that is the Wilds.



ROUTES

Cave area

This is the section of rock on your right (with your back to the road).

Lower traverse - upper finish (7b)

Sit start on the block to the left of the crack. Move up to the line of lower crimps, through the slopers to the notch. Move upwards following the crack and then follow the high line of jugs, and then climb down.

Lower traverse – lazy man version (7b)

For those boulders out there like me that prefer short and sweet routes. Start as for Lower traverse but finish in the notch.



Upper Traverse – upper finish (7a+)

Sit start as for the lower traverse but move to the higher line of crimps. Traverse across to the notch and then exit the same as for the lower traverse.

The Figure 8 (7b+)

There are a couple of starts to this and you can pick pretty much any place to start on the far left or the far right of the route. I'll detail the start on the far right (with your back to the road) and you can figure out the variations. Do the lower traverse. Instead of getting off on the far left of the route, follow the low line of jugs around and then go back up to the notch. The notch forms the cross-over of the figure 8. Take the higher line of jugs which leads to the upper crimps. Back climb the upper traverse and then finish on the holds you started on. Uber pumpy!

Chocolate Gateau (6c)

This route uses the arête. Sit start on the right of the block. The boulder to the right of the crack is off. Move up the arête and make your way to the upper jugs. (Left top photo)

Piece of cake (6b+)

Sit start using the juggy hold on the left part of the block with both hands on this large hold. Move through to the upper jugs using some small crimps in between. (Right top photo)

**The Hustler (6b)**

Sit start using the left and right jugs. Using a good side pull with the right pull up to a good crimp on the left. Use the jug on the right and then move to the finishing upper holds. (Left photo)

**Beef Cake (7a)**

Sit start matched on the right jug as for Chocolate Gateau. Move up to a pinch-layback with your left and then pull up to the sloper on the arête with your right. Using a small crimp on left pull through to the finishing jugs. Awesome line. (Right bottom photo)

Razor (7a+)

Start on the block and move up to the crimp as for Piece of cake. Pull through a series of small sharp crimping moves and finish matched on the flake. Bring fresh skin!



Evolution Sunday (7c)

Sit start with both hands matched on the block. Move up to a sloper with your left, then up to a side pull with your right. Pull through some interesting moves and finish on the upper flake. Fantastic line!



Knife party (7b)

Sit start as for Evolution Sunday. Move into a layback with your right and then straight through to an undercling. Cross-over to an interesting pinch and then move to the side pull. Finishes in the notch.



Sisiphyian Task (7a+)

Crouch start with one hand on the layback / side pull and the other on a small two/three finger stacked hold. Finishes out right on the far jugs.



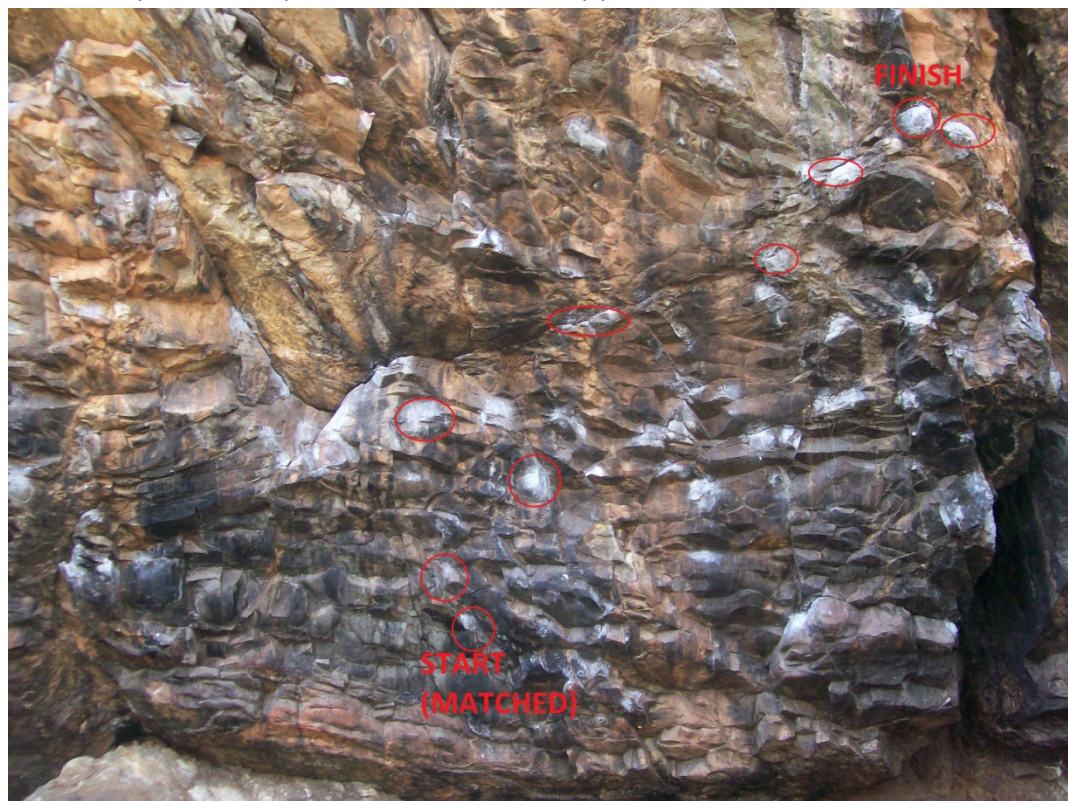
Pull (7b)

Crouch start with both hands matched on the layback / side pull. Thereafter it's the same as Sisiphyian task.



In search of the sun (7b+)

Crouch starts on the layback / side pull as for Pull. The blocky pinch in the roof is off.



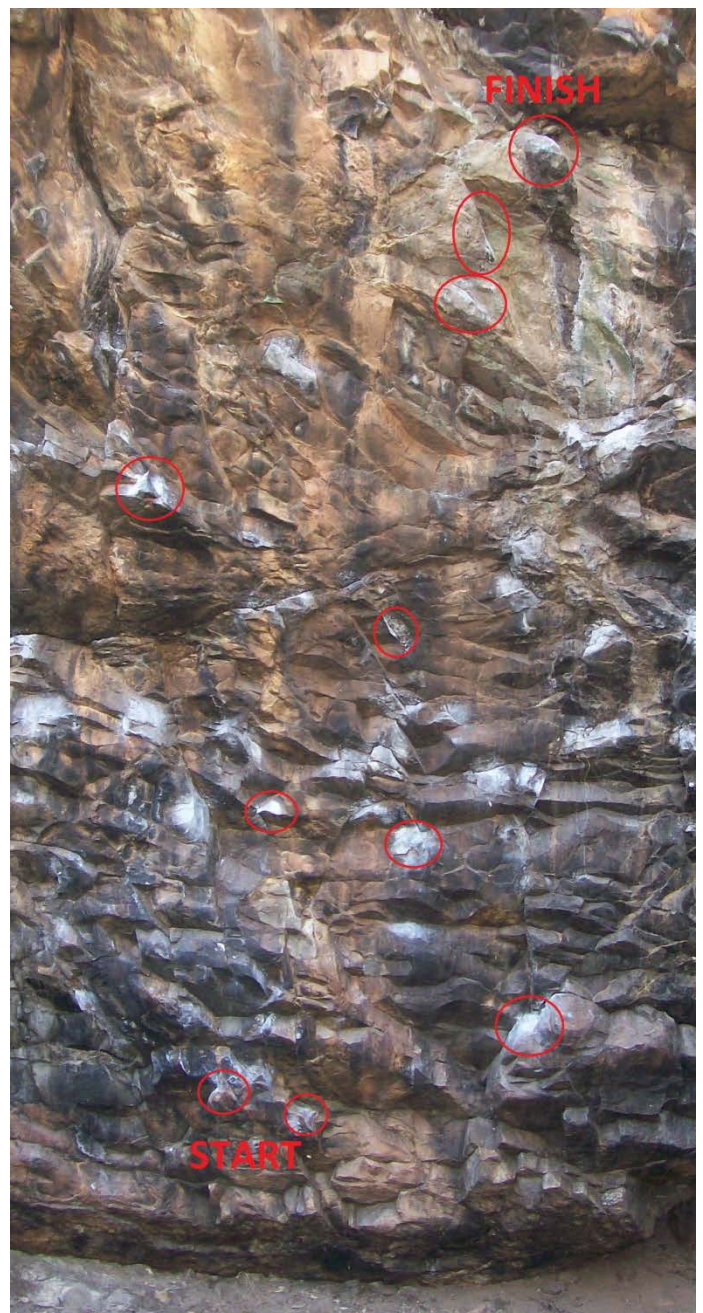
Lonely Planet (7b)

Start matched on the side pull as for Pull. Move directly to the two slaps and then into a small crimp above the rail. Finish matched on the flake. (Left photo)



Insomnia (8a)

Sit start to the right of Pull using a pinch and a sloping ledge. Move directly right to the blocky hold. Move through to a side pull and then to an undercling on the left. Pull up to a sloping crimp on your right and then to a sloping pinch on your left. Big move to a crimper way right and then finish on the sloping jug above. Super! (Right photo)



The spleen machine (7a+)

Sit start below the notch using a large flat hold. Move up to a small crimp with your right. Move up through the notch and using the crimp access a small in cut hold in the roof. Pull up to the side pull in the roof and then move right finishing on the two small crimps to the left of the crack. Beefy.



The Mouse Trap (7c+)

Crouch start on two good crimps moving into two poorer crimps. Pull through to two sloping holds and then up for a small side pull. Finish on the upper jugs. (Left photo)

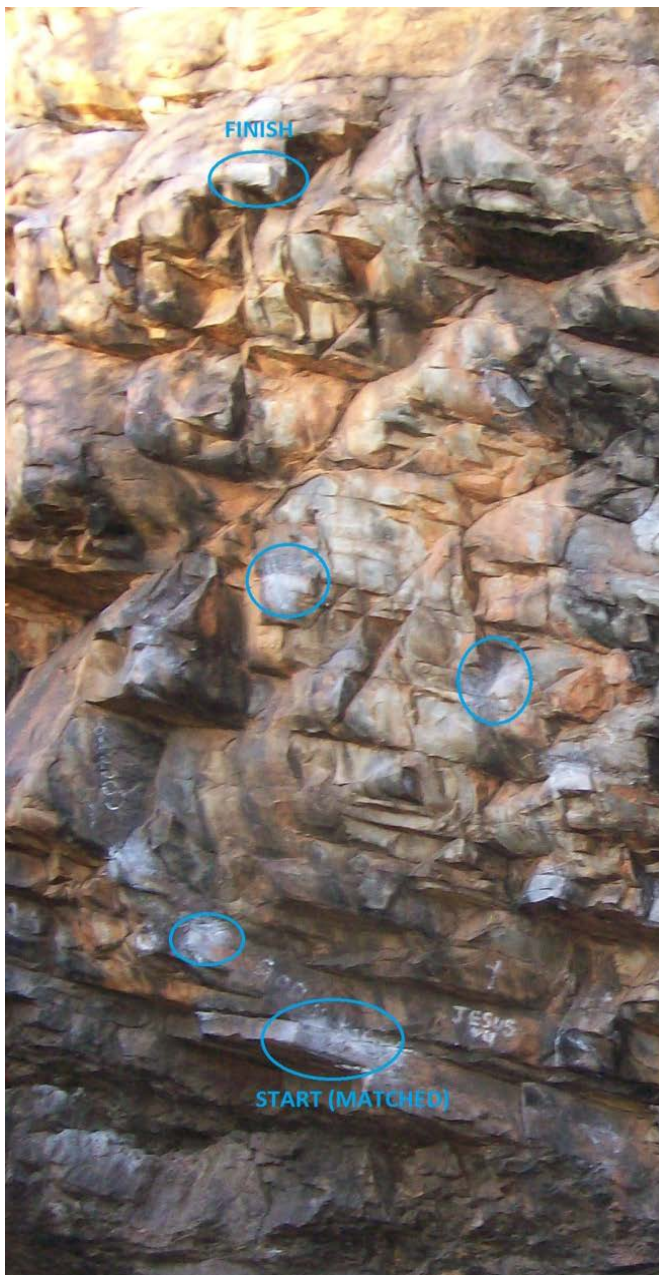
**Phat Cat (7b+)**

As for The Mouse Trap. Instead of using the small side-pull at the top move to a crimp around the corner on your right. Finish on the upper jugs as for The Mouse Trap. (Right photo)



What's the matter Marshmallow (7a)

Sit start matched on the lower flat ledge. Move up to a good crimp with your left and then to a really poor slap with your right. Rock over and then grab the crimp out left. Move directly to a large triangular flat hold. (Left photo)



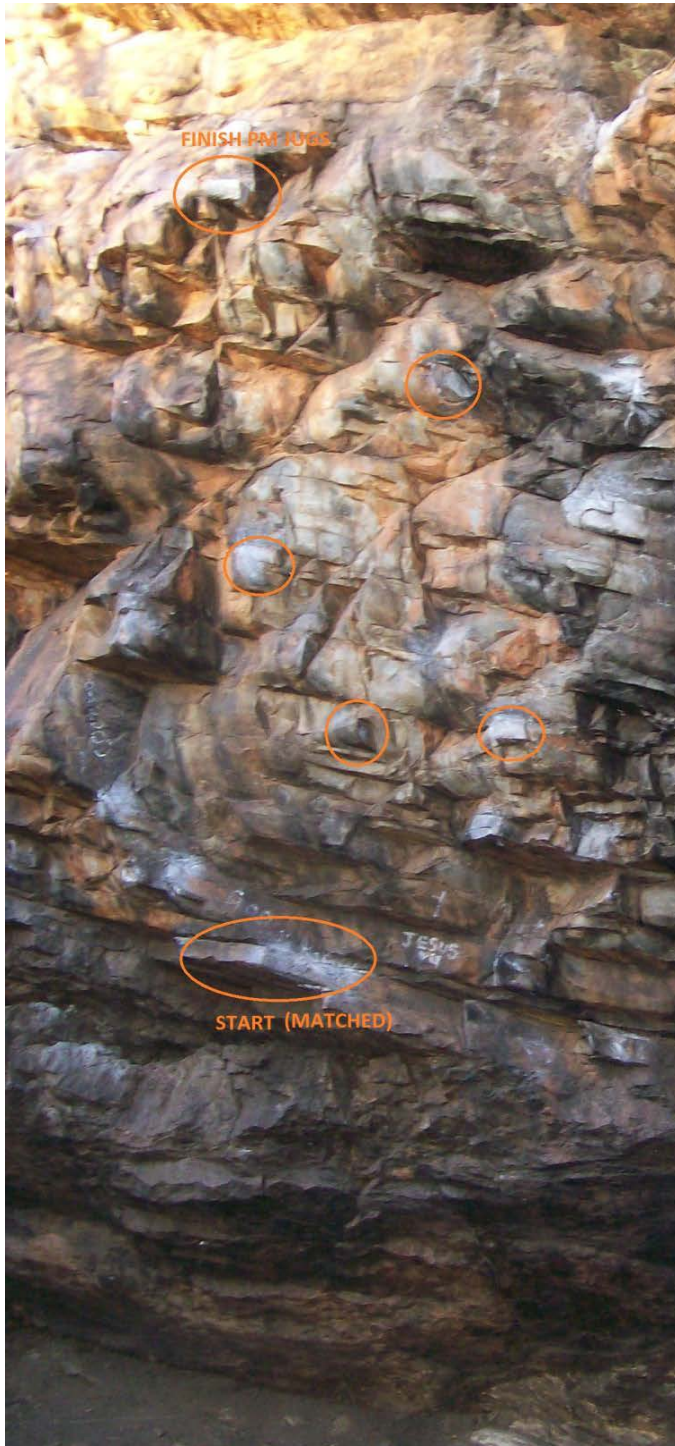
Hostile Take-over (6c)

Sit start on two small crimps. Move up through a series of crimps, through to the large side pull and then finish on the large triangular flat hold. (Right photo)



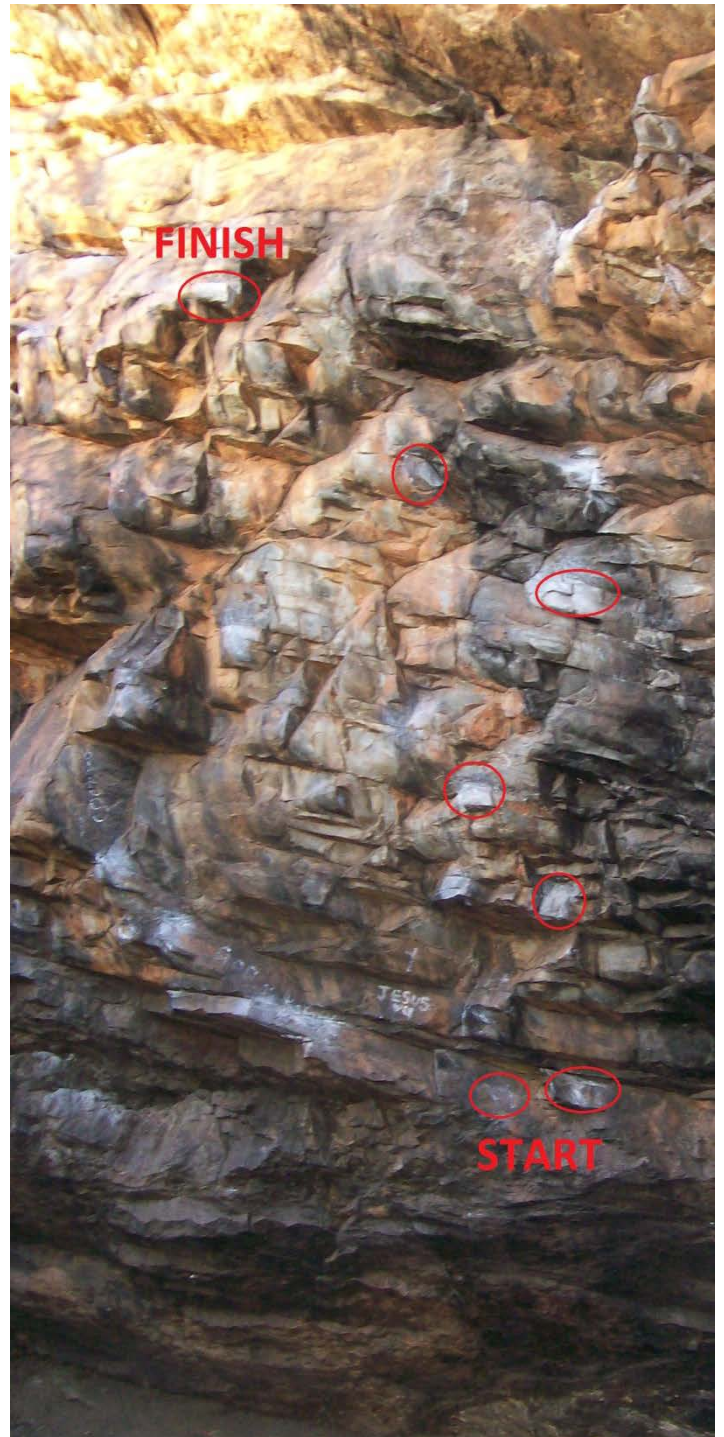
District Six (6c)

Sit Start on the large flat ledge. Move up to an interesting sloping layback crimp and then up to a good crimp with your right. Using a series of crimps pull through to finish on the jugs above. (Left Photo)



Point Road (7a+)

Start on the two small crimps as for Hostile Take Over. Move up through a series of good crimps. Match on the large crimp half way up crimp and then cross through into a layback pinch. Finish on the jug out left. Surprisingly tricky. (Right photo)



(Sandman 5+)

On the far right of the wall to the right of the crack. Sit start using a layback with your right. Pull up left to a flat hold. Move right to a good crimp and then move up finishing on the jugs.

